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Q1

1. (Amended) A game controller for communicating between a user and an electronic game device, comprising:

a portable housing;

a sensor attached to said housing and responsive to operation by the user to generate signals;

a radio frequency sender engaged with said sensor, wherein said sender is capable of time domain multiplexed transmission of said signals; and

a radio frequency receiver engaged with the electronic game device for receiving the signals from said radio frequency sender.

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Q2

8. (Amended) A game controller for communicating between at least two users and an electronic game device, comprising:

a portable housing;

at least two sensors engaged with said housing and responsive to operation by the persons to generate signals;

a radio frequency sender engaged with said sensors, wherein said sender is capable of time domain multiplexed transmission of said signals; and

a radio frequency receiver engaged with the electronic game device for receiving the signals from said radio frequency sender.

Q3

10. (Amended) A game controller as recited in Claim 8, wherein [said] each sensor and [said receiver] engaged sender share a common address transmitted as one of said signals.

13. (Amended) A game controller system as recited in Claim 8, wherein one of  
said sensors [said receiver] is capable of changing the frequency of the [receiving] signals  
transmitted to said radio frequency receiver [from at least two radio frequency senders  
operating on the same channel].

14. (Amended) A method for communicating between a user and an electronic  
game device, comprising:

operating a sensor engaged with a portable housing to generate signals in response  
to operation by the user;

detecting said signals with a radio frequency sender to transmit said signals with  
said sensor;

operating said radio frequency sender to transmit said signals with time domain  
multiplexing; and

receiving said radio frequency sender signals with a radio frequency receiver  
engaged with the electronic game device.